

In the Claims:

Claims 1, 8 and 9 are amended herein. The remaining claims are not amended.

1. (currently amended) A game apparatus comprising:
movement processing unit for moving a character
corresponding to a player along a predetermined course set in a
three-dimensional game space plural times;
viewpoint setting unit for setting a plurality of viewpoints
in the field of view in which said character is included,
~~corresponding to the course at the time of moving the character~~
along the course plural times, corresponding to each movements;
and
image preparing unit for selectively preparing two-
dimensional images corresponding to said plurality of viewpoints
set by said viewpoint setting unit, at the time of moving the
character along the course plural times, corresponding to each
movements,

wherein three-dimensional objects corresponding to at least
one of enemy characters except for the character corresponding to
a player, traps and items are arranged in manner of different
contents and different order in said field of view corresponding
to each of a plurality of viewpoints.

2. (original) The game apparatus according to claim 1,
further comprising image data storing unit for storing image data
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necessary for said image preparing unit for preparing two-dimensional images corresponding to said plurality of viewpoints, wherein said image preparing unit selectively prepares said two-dimensional image corresponding to one of said plurality of viewpoints.

3. (original) The game apparatus according to claim 1, further comprising viewpoint switching unit for switching said viewpoints set by said viewpoint setting unit, wherein a scene change is performed by discretely switching the content of said two-dimensional image prepared by said image preparing unit.

4. (original) The game apparatus according to claim 3, further comprising branch deciding unit for deciding a story branch generated when the movement processing unit moves said character, wherein said viewpoint switching unit switches said viewpoint when said branch deciding unit detects said story branch.

5. (canceled)

6. (original) The game apparatus according to claim 1, further comprising game directing unit for generating different events in accordance with said plurality of viewpoints while said movement processing unit is moving said character.

7. (original) The game apparatus according to claim 6, wherein said game directing unit changes the level of difficulty of said events corresponding to said plurality of viewpoints.

8. (currently amended) A game image preparation method, comprising:

a first step of moving a character corresponding to a player along a predetermined course set in a three-dimensional game space plural times;

a second step of setting a plurality of viewpoints in the field of view in which said character is included when said character moves along the course plural times in said first step, corresponding to each movements; and

a third step of preparing two-dimensional images corresponding to said plurality of viewpoints set in said second step when said character moves along the course plural times in said first step, corresponding to each movements.

9. (currently amended) An information storage medium, comprising:

a program for moving a character corresponding to a player ~~in~~ along a predetermined course set in a three-dimensional game space plural times and setting a plurality of different viewpoints in the field of view in which said character is included, corresponding to each movements; and

a program for preparing two-dimensional images corresponding to said plurality of viewpoints.

10-13. (canceled)

14. (previously presented) The game apparatus according to claim 1, wherein said image preparing unit generates the plurality of the two-dimensional images including different contents with corresponding the common three-dimensional game space to each of the plurality of the viewpoints.

15. (previously presented) The game apparatus according to claim 1, wherein the three-dimensional objects corresponding to said character corresponding to a player, said enemy characters, said traps and said items are configured by polygons.

16. (previously presented) The game apparatus according to claim 1, wherein said image preparing unit performs perspective projection conversion based on the viewpoint set by said viewpoint setting unit to said three-dimensional objects and generates said two-dimensional images.